

BERRIDO

Paz Navarro 



2010
JUEGOS

BEPRIDO

Paz Navarro 

This farm is in chaos! Animals don't stop yelling at each other in this crazy visual agility family game. Be the first to get rid of your cards and scream for your victory.

Components.

5 animal cards, 49 numbered cards (in 7 suits), 1 “stampede” card.

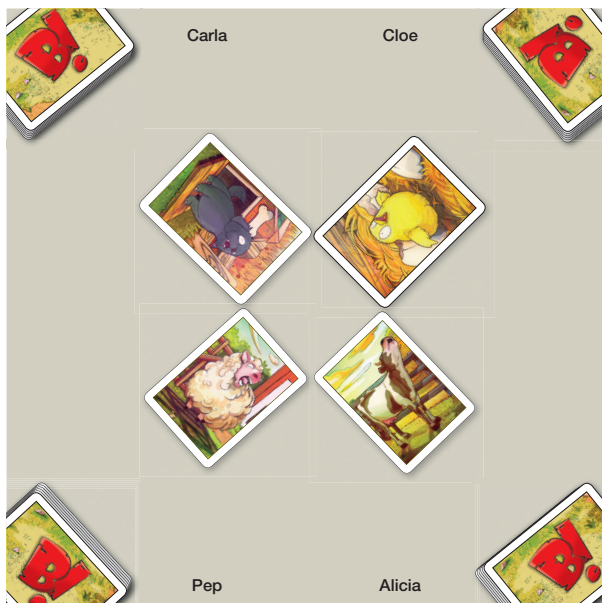
Setup.

Deal an animal card to each player, who must keep it in front of him at all times and visible to all players. Agree on the sound that each of the animals makes, since you will have to shout those onomatopoeia during the game.

Pick up your decks without looking at the cards and place them in front of you.

How to win.

Get rid of all your cards by winning duels with the other players.



4 players game setup.

How to play.

The youngest player starts the game. You take the top card of your deck and put it face up next to your animal card so that everyone can see it. From here on, this will be your discard pile. There you will put the cards whenever it is your turn to play.

Then the next player clockwise (to the left) does the same.

This is repeated from player to player until when drawing a card, said card matches in **color or number** with one or more cards on the table.

At that moment, **a duel ensues**. Players with repeated cards in color or number will have to **shout the onomatopoeia of your opponent's animal**.



Alice draws the top card of her deck: a “green 7”. Pep draws a “white 4” and there is no match. Carla gets a “green 3”. There is a color match! It's a duel!

The first one to do it correctly wins the duel, hands over **his entire discard pile** to the loser and he will put it **under his deck**.

After resolving the duel, **the playing turn jumps to the player to the left of the winner**, who will draw a card from his deck to continue the game.



Carla and Alicia shout the sound of the opposing animal. Alicia is faster and by winning, she hands her discard pile to Carla who puts it under her deck. The turn will jump to Pep (who is to the left of the winner).

To win you must run out of cards, **both in the deck and in the discard pile**. If you run out cards in your deck but still have cards in your discard pile, you will have to pass your turns until you win a duel and get rid of them.

“Always out” rule: When you pick up the card from the deck it is important to turn it towards the other players, so that they are the first to see it. You can do it as fast as you want, but it is forbidden to turn the card towards yourself in order to see it before others.



At first, this way of drawing cards may seem a bit strange, but you will get used to it right away; and it is a very important rule so that the player who draws the card does not play with an advantage.

The stampede (special card).

If you get the stampede, you **distribute your discard pile** (stampede included). Starting from the left, give each player a card until you get rid of all of them. The turn continues for the player to your left

The **third stampede ends the game** and nobody wins! **The player with the most cards in his deck loses the game** (in case of a tie there will be several losers).



Cloe draws the stampede, takes the five cards from their discard (including the stampede card) and deals them one by one among the other players. Then it will be Alicia's turn.

If you make a mistake, you lose.

In a duel, **the first thing you shout is what it's worth.** If you make a mistake and yell something that does not correspond to your opponent's animal, **you have lost the duel!** Even if your opponent has been slower or even if he is also wrong (after you).

It can also happen that with your nerves **you scream an onomatopoeia without facing anyone.** In that case, you will have to take **your own discard pile** and the turn goes to the player to your left (you have won yourself).

Who came first? Doubts and ties.

If the players who have faced each other are not clear who of them has won, the decision is made by the rest of the players. It is possible to declare a tie, in that case both players keep the opponent's pile (if you declare a tie, whoever, by eye, has the most cards in the deck continues to play).

Multiple duels.

It can happen that when turning a card several duels are triggered, because the card matches in color with one and in number with another. In that case **the duels are resolved at the same time**, you have to be the fastest!

Winning players will turn over their discards in the normal way, with one exception:

If a player wins a duel, his discard pile is considered to be no longer on the table. This means that if another player yells your onomatopoeia after you've won another duel, the duel is canceled and you won't have

to take their discard. But it is also not considered an error on the part of the other player and therefore, they will not have to take any penalty.



Cloe draws a “purple 4” and triggers a three-way duel. Cloe is the first to yell “Guau”, almost at the same time as Carla who makes a mistake and also yells “Guau”. Pep says “Pío” last.

We solve in order: Cloe beats Carla and gives her her discard pile. Although Pep has yelled “Pío” correctly, Cloe has already won a duel so the duel with Pep is canceled.

If Carla and Pep had been the first to shout “Pío”, Cloe would have kept her two discard piles.

2 player rules.

The rules for two players are a bit different.

Each of you has two animals, which he will put in front of him (it is played with a total of 4 animals).

In this game mode the players do not take turns, you will **draw the cards at the same time** and you will alternately place them next to your two animals (left, right, left, right ...). **Each player has two discard piles.**

If a duel occurs you have to be attentive to which animal of your rival corresponds to the match, that is the noise you have to make. If you lose, you will only have to take the discard pile of that animal (not both).

If there is a match between your own piles, it is not considered a duel.

The first player to run **out of cards in the deck wins**, there is no need to get rid of the discard piles.

If the stampede card comes up, remove the discard pile where the card came from the game and move the stampede to the bottom of the other player's deck. As in normal mode, the third time the card is drawn, the game is over, with the player with the most cards in his deck losing the game.



Cloe and Alicia are playing a game, they draw a card simultaneously and they are putting them alternately on one side and the other. When they draw the cards to the right, Chloe rolls a “purple 4” and starts a duel with Alicia’s “yellow 4”.

If Cloe is the fastest and yells “Beee” before Alicia yells “Pío”, she will win the duel and give the entire pile corresponding to the chick (which was the dueling pile) to Alice.

The “purple 3” and “4” do not trigger a duel because both piles belong to the same player.

Optional game modes.

Deep night: each player covers his animal with a card from his deck face-down. In this way the players must remember which card each of their rivals had.

Costume party: when a player loses a duel, he turns his animal card over, thus changing the onomatopoeia that the other players must shout to win.

Quick games: It is very easy to make faster games by changing the number of cards each player has. First put the stampede card aside, then deal 10 cards to each player and give the stampede card to the youngest player who places it under their deck.

Adapting the game for very young kids.

Sometimes the youngest ones can get confused if they have to look at the color and the number at the same time.

To make the game easier we can play only with color matches, but first we will have to remove two complete suits (so that the game does not become slow), we advise you to remove the black and gray suits.

The next step once they are used to play matching colors, is to play matching only with numbers, removing all the 6's and 7's cards from all suits.



Berridos is a game by Paz Navarro.
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